Eddie SpaceBoy 🇪🇺 @SpaceBoyEddie · 8 mar. 2019

@RichardGarriott my phone was in my pocket open on one of your tweets and somehow I must have pressed a button which blocked you and removed your "follow"! I'm so sorry - this was a complete accident and not done on purpose! [the mummy]

💬 1   🔁   ♡ 1   ⬆️

Richard Garriott ✔ @RichardGarriott · 9 mar. 2019

Did y'all catch up on my compliments? Or do I need to resend them? My comments were heartfelt, Eddie is "on his way", keep up the great work!

💬 1   🔁   ♡ 1   ⬆️

Eddie SpaceBoy 🇪🇺 @SpaceBoyEddie · 9 mar. 2019

[The Mummy] We did indeed and I was just showing them to his teacher, which is how it happened! Your feedback and interest in him means the world to Eddie so I was horrified when I saw what had happened! I'd be ever so grateful if you'd re-follow him! :-) x

💬 1   🔁   ♡ 2   ⬆️

Richard Garriott ✔ @RichardGarriott · 9 mar. 2019

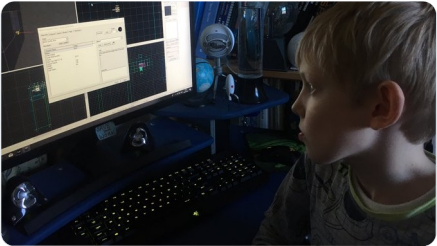Oh, didn't see I got bumped. Fixed!

💬 2   🔁   ♡ 1   ⬆️

Eddie SpaceBoy 🇪🇺 @SpaceBoyEddie · 9 mar. 2019

He's doing some hammer editing for Portal 2 at the moment. (And has asked me to get him a book of logarithms, mathematical and physical constants so he can investigate the patterns).
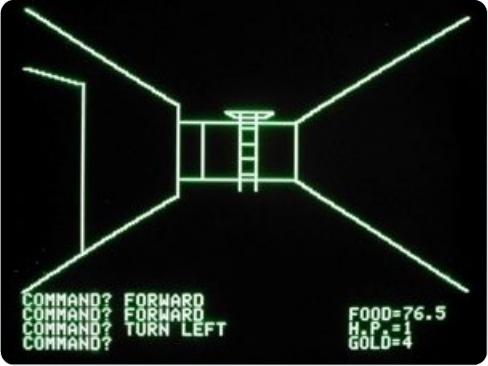

💬 1   🔁   ♡ 3   ⬆️

Richard Garriott ✔
@RichardGarriott

En respuesta a @SpaceBoyEddie

Eddie, When I wrote what became my first published game, I wanted to draw in 3D. No 3D games or code existed yet. So, I asked my artist mother to show me how artists draw in perspective using geometry. I the used my weak high school knowledge of trigonometry to make working code!

Traducir Tweet

4:20 p. m. · 9 mar. 2019 · Twitter for iPhone

4 Retweets **20** Me gusta

💬   🔁   ♡   ⬆️